

OVERCALLS (Style; Responses: 1/2 Level; Reopening)
 Normally sound 8-17 Hcp. Reopening may be weaker. Responses = natural. Change of Suit = FI, n/a limited - Cue = FI with doubler. Natural/27 cards Support Jump Shift = FI Showing. Jump cue = Splinter.

INT OVERCALL (2^m/4^m Live; Responses: Reopening)
 15-18 Hcp in all Suits
 System an over 15-17 NT, Int to app Suit = 4441/5E, other system on similar to that of Int opening

JUMP OVERCALLS (Style; Responses: Unusual NT)
 1 - Suit - WJD - 2NT from minor over 1M
 2 - Suit - Leaping Michaels over wk 2H/2SP
 Reopen: Intermediate (Cue = minor)

DIRECT & JUMP CUE BIDS (Style; Response: Reopen)
 Direct cue bid in 1 level = Michael
 Jump cue bids over 1 level ask for a strong 3NT in competition. Cue bid = Support and at least 1 inv. Splinter at 4 level

VS. NT (vs. Strong/Weak; Reopening: PH)
 VS Strong NT: DBL = Both majors or 2C
 Single Suits any minor or 2C = Club X
 High Suit 2D = Dia 3 Hcp. Suit, 2H/2SP = natural, 2NT = minor, 3C/3D = Stand
 Any other 57 cards hand 3H/3SP = Single Suits 4 card hands

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
 DBLs are take out oriented, NT bids are natural: Over call natural

VS. ARTIFICIAL STRONG OPENINGS: i.e. 1* or 2*
 DBLs = majors, NT overcalls are for minors, All other 1D/1H, 1SP, 2C are 4+ over 10 club strength

OVER OPPONENTS' TAKEOUT DOUBLE
 RDBL = Penalty oriented.

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/4th H. from 2	3rd/5th, High from 2
NT	4th, Hi = 2/3 Small	4th/3rd, Hi from 2
Subseq	Hi = major, Rest as above	Hi = int, Rest as above
Other:	10 = 0/1 High Cards, Take 3 cards 11 = 0/1 High Cards, Take 3 cards 12 = 0/1 High Cards, Take 3 cards	

LEADS

	Vs. Suit	Vs. NT
Ace	AKx, A7, Ax.	A for attitude, 4 for
King	KQx, AK, Ak, Kx.	K for count, 4 for
Queen	QJ, Qx, Q.	Q for count, 4 for
Jack	Jx, JT, J, Jx, J, Jx, J, Jx	Same
10	ATQ, KTQ, QTQ, 10Q, Jx, Jx	Same
9	Qx, Qx, Jx.	Same
Hi-X	Doubled	Doubled 0/1 3 Small
Lo-X	3rd/4th	4th 1 3rd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi - DISCO	Hi = ODD	Low = INCR
Suit 2	Hi - ODD	Hi = Higher SP	Hi = ODD
3	Hi - Higher SP	Hi = ODD	Low = INCR
NT 2	Hi - ODD	Hi = Higher SP	Hi = ODD
3	Hi - Higher SP	Hi = Higher SP	Hi = Higher SP

Signals (including Trumps): Touch 6th for 2nd Rule
 Signals in Trumps: SP oriented
 Reverse Split against NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses: Reopening)
 Sound, normally sound support for other suit. May be weaker - balancing. Responses are natural. Int = 7-10 Hcp. Only cue bid is forcing to agreement.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDLs
 Double in competition are mostly -ve/Strength. Penalty DBL start after RDBL or DBL in General. Support DBL at 1/1 level - vs DBL on partner NT. Responsive/competitive bid. RDBL = Strong (may be 3+ Support). Int get dbl for penalties. RDBL = Support

WORLD ADVISORY CARD
 CATEGORY: i.e. Green / Blue / Red / H/M / Brown Sticker
 NCBO:
 PLAYERS: P. MANNA & P. GHOSH
 EVENT (Open Women/Senior/Transitional)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 Standard with 5 cards major, Stayman 2/1 over Int.
 Multiple raises on major/Invoked on major
 Int opening: 15-17
 2 over 1 Responses

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
 3NT = Preempt in 4 level minor.
 Int overcall over A2/S2
 In opening.

SPECIAL FORCING PASS SEQUENCES
 In Gif Auctions Pass = Forcing.
 After strong RDBL by responder
 opener's Pass = FI

IMPORTANT NOTES
 Negative DBLs, Responsive dbLs, Sup. #)

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DEL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1+		2	4H	11-21 HCP	2C=GF, 1H/5mat F1, 1int, 1nat 8-10 2D=M Rcv, 8-11, 2nd-11-12, 2nd sp=R flow		
1•		4	4H	11-21 HCP	1nt = F1, 2nd with 6-10, 2nd GF, 2C=GF 2nd -11-12, 3C=M.R 8-11, 2nd 87-97-11. max 200.		
1•		5(4)	4D	11-21, 4 ⁺ cards in H	1nt=F1, 2C=2tolchGE, 2S/3c/3d/3H min. max. splines/k.m.t. 4. red/DREnt, 3SP Int=F1, 2C=ART 3C, 2nd/3c/3d/3sp=mini-		
1•		5(4)	4H	11-21 4 ⁺ cards in SP	2C=9th 2D=Art 4/4, 2H/1st nat 3=D=	void splines, 3rd = SP, splines max, limit, mixed, present, 3rd-VSP	
INT			3SP	15-17 may be unbal	4CID Totto HSP, 4not = 4 ⁺ , 2C=	inv/9F in minor, 3rd/3SP E1	
2•	YES	0	4H	22 ⁺ Baboon unbalance Below 22 when 9 win	2D (max. 4H) 2H/3SP/3c/3d possibilities	notes from attachment	
2•		6(5)		5 ⁺ DIO, 6-11 HCP	2SP/3H/3C=F1, 3H/3SP=D1 Showing 2nt = 13+ HCP, F1. Enquiry		
2•		6(5)		5 ⁺ TH, 6-11 HCP	2SP/3c/3d = F1. 2nt = Enquiry		
2•		6(5)		5 ⁺ ST, 6-11 HCP	3c/3d/3d = F1, 2nt = Enquiry		
2NT	YES			20-21, may be unbal	3c/3d/3d/3SP/3nt/4C/4D/4H/4SP/4nt both minor / club T/F, Dia. T=Art/H. 3D=5/5max 20, 4B/H/SF = 6 min or, 3H/3SP = math F1	5 mump, 2sp 4H, 13sp 9 cards T/F/SP/T/F/5TC Guan/5 ⁺ B Guan	
3•		7(6)		PREEMT	change of suit F1		
3•		7(6)		PREEMT	"		
3•		7(6)		PREEMT	"		
3•		7(6)		PREEMT	"		
3NT	ART	7		PREEMT in any min	4C=D/C, 4D Ask Single 4H/4SP Toplay		
4•		7		< 8 playing tricks			
4•		7		< 8 " "			
4•		7		< 8 " "			
4•		7		< 8 " "			
4NT	YES			ACE ASKING	Response 0-3/1-4/2		
5•							
5•							
5•							
5•							
						HIGH LEVEL BIDDING	
						4 minor in RKC in GF Auction. 18 max cue/will be on Aston agreement, DKE. After known 2 suits Auction, 0-3/1-4/2 with 2 with 4 max jump in RKC, 0-3/1-4/2 with low 4/2 with higher 4/2 with both 4 on DKE, RKC response, Epsilon = A, G, K, KG RKC Response = 5nt = EVOR EVOR, 6c/ 6D/6H OD key with void	